Mesh

local_pos
refcount
mx
mn
radialSize
numlods
framespersecond
orig
lodsize
forcelogos
and 20 more...
meshHashTable
animationSequences

+ initTechnique()
+ getTechnique()
+ setTechnique()
+ LoadExistant()
+ LoadExistant()
+ Mesh()
+ Mesh()
+ getVertexList()
+ setVertexList()
+ getFramesPerSecond()
and 48 more...
+ LoadMesh()
+ LoadMeshes()
+ LoadMeshes()
+ ProcessZFarMeshes()
+ ProcessUndrawnMeshes()
# PostProcessLoading()
# Mesh()
# InitUnit()
# getLOD()

SphereMesh

+ SphereMesh()
+ MeshType()
+ SelectCullFace()
+ RestoreCullFace()
+ SphereMesh()
+ Draw()
+ ProcessDrawQueue()
# GetT()
# GetS()
# AllocNewMeshesEachInSizeof
MeshSpace()
# InitSphere()

CityLights

+ CityLights()
+ CityLights()
+ ProcessDrawQueue()
# GetT()
# GetS()
# AllocNewMeshesEachInSizeof
MeshSpace()